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STARGATE™

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GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

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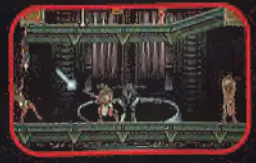

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PRINTED IN JAPAN

Schwarzenegger

True Lies™

A James Cameron Film

Instruction Booklet

TEEN
T
AGES 13+

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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THE AWFUL TRUTH

Meet Harry Tasker. His wife and daughter think he's a slightly dull computer salesman, but his friend and colleague Albert "Gib" Gibson knows the truth: Harry is a top agent for Omega Sector, an ultra-secret government agency whose motto "The Last Line of Defense" spells out its mandate to prevent any terrorist threats to freedom!

Harry has the fate of a nation and the fight of a lifetime on his hands when the Crimson Jihad, a fanatic terrorist group led by the ruthless Abu Aziz, steals nuclear warheads from the former Soviet republic of Kazakhstan and threatens to detonate them on U.S. soil unless their demands are met!

Together with Gib, Harry must risk everything to prevent devastating destruction. The action is global as Harry's mission takes him from the snowy slopes of Switzerland to the Forbidden City of China, with deadly stops in the Florida Keys and a host of other locales that will prove unhealthy to the unwise.

There's plenty of scenery, but it's no vacation!

Each mission is more menacing than the last, but each brings Harry closer to his goal—diffusing the warheads and disposing of Crimson Jihad hot heads! Harry is closing in on his sinister foe, but Aziz has one last trick up his sleeve—he makes it personal when he involves both Harry's wife, Helen, and their daughter, Dana. Big mistake! If Harry can rescue them from harm's way, payback is gonna be a hurtin' thing!

Zade Rozenthal © Lightstorm Entertainment, Inc. 1994

HIT IT, HARRY!

You are agent Harry Tasker, and it's up to you to thwart the destabilizing designs of Abu Aziz, before the Crimson Jihad rings down a nuclear nightmare! Your objective is to complete all the missions leading to the capture and destruction of the warheads, without destroying your happy home life!

GET READY

LOADING:

1. Make sure the power switch is OFF.

2 Insert the TRUE LIES™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction booklet.

3. Turn the power switch ON. After the TRUE LIES™ title screen appears, you will be presented with 3 choices: NEW GAME, PASSWORD and OPTIONS. Use the CONTROL PAD to highlight your selection, and START to confirm your choice.

Options allows you to set up your TRUE LIES™ game using the following choices: Difficulty, Sound and Controller. Difficulty gives you a choice of either Normal or Hard game play. Sound lets you choose between Stereo or Mono sound. Controller allows you to choose from among 4 pre-set controller configurations. Use the CONTROL PAD to highlight your selection.

You may wish to enter a PASSWORD, which allows you to resume gameplay from the level associated with that password. Use the CONTROL PAD to highlight letters, and the A, B, X or Y BUTTON to select them. Select END when password is completed. When END is highlighted, press A, B, X, or Y BUTTON to enter this selection. Once you've set yourself up, you're ready to take on your enemies in earnest. The screen for your mission will appear.
Good luck, Harry!

ALL ABOUT HARRY

HARRY'S MOVES

A portrait of Harry appears in the lower left portion of the screen. Each time he loses a life, his portrait will temporarily be replaced by a portrait of Gib, who will tell him how many lives Harry has remaining. Periodically, game characters will communicate with Harry via the panel at the bottom. Watch for instructions, hints and even threats from different characters!

DEFAULT CONTROLS

DIVING SHOULDER ROLL

Harry uses this maneuver to avoid explosions, heavy enemy fire and other unpleasantness that threatens to undermine his mission.

ROLL AND FIRE

Pressing the B BUTTON while in a Diving Shoulder Roll will cause Harry to come up out of the roll into a kneeling position with weapon blazing.

LOCK FIRE

This allows Harry to fire his weapon in a direction other than the one that he is moving in. This is handy in keeping Harry from exposing his flank. He can fire while backing up, making it unnecessary for him to turn his back on an enemy. It's also useful when jumping around a corner to confront and confound enemies with withering fire. To Lock Fire in a desired direction, hold the Y BUTTON while weapon is firing (B BUTTON) in that direction and press the CONTROL PAD ARROW to move Harry in a different direction. The weapon will continue to fire in the direction the weapon was pointed in as long as the Y BUTTON is held. When Lock Fire is released, both weapon and Harry face/move in the same direction, returning CONTROL PAD function to normal. If Fire (B BUTTON) is released but Lock (Y BUTTON) remains held, Harry will remain facing his current direction, but will still be able to move in a different one.

ENERGY LEVEL

The energy meter displays Harry's health. When Harry takes hits, his energy suffers. If he is too badly injured, he will lose a life.

WEAPONS

Harry's arsenal appears at the bottom of the screen. Once a weapon or ammunition for it has been collected, it will appear in the weapon panel. Ammunition for the currently selected weapon appears to the lower left of that weapon. Use the A BUTTON to change or cycle through the available weapons. Harry has, or can collect, the following weapons:

FLAMETHROWER

Harry turns up the heat when he straps on the full-strength Flamethrower and lets it rip! Pick up gasoline to keep the temperature roasting!

GAS PICK UP

PISTOL

Harry will begin each level armed with this single shot 9mm pistol. The ever-ready extra clips make this a source of very unfriendly fire in Harry's steady hands.

UZI

Spread a lotta lead with the Uzi machine pistol pick-up. You'll need to collect ammo clips for this baby. Hold down the B BUTTON for constant fire. Happy hunting, Harry!

UZI AMMO PICK UP

SHOTGUN

Short range and a wide dispersion pattern makes the shotgun ideal for work that's up close and personal. Best on several thugs at a time. Pick up shells at better terrorist hang outs everywhere.

SHOTGUN SHELL PICK UP

GRENADES

Grenades can blow away almost all of Harry's troubles. Grenades are timed to explode 10 seconds after the pin is pulled (pressing the B BUTTON pulls the pin). Once the pin has been pulled, a timer appears above the grenade and begins counting down the time to detonation. Holding the B BUTTON will keep the grenade in Harry's hand while the timer counts down, allowing him to throw it at the last minute. The longer a grenade is held after the pin is pulled, the farther it will be thrown. Throwing a grenade too late (or having it bounce back) can do Harry real damage. To throw a grenade immediately, quickly press and release the B BUTTON.

ANTI-PERSONNEL MINE

The most powerful weapon in Harry's arsenal. Mines are hamburger helpers for the savage set. Dandy for dropping a dime on someone wicked. Plant mines behind you to stop approaching baddies cold, but remember that if you get too close to one, your future is never!

PICK UPS

HEALTH PICK UP

Harry can restore his health considerably by walking over one of these red cross icons.

EXTRA LIFE PICK UP

Harry gets an extra chance to combat the Crimson Jihad when he walks over the valuable Extra Life Icon.

MISSIONS

True Lies™ consists of 10 missions. All of these must be completed for Harry to reach all the warheads and save the day.

THE CHATEAU

As the game begins, we find Harry in the Swiss mountains at the fortified chateau of Jamal Khaled, bon vivant and secret ally of Abu Aziz' Crimson Jihad. Harry's mission is to find the office where Khaled's computer is and attach a modem to it, enabling Omega Sector to retrieve vital data for future decryption. You'll need to locate the Pass Card in order to access the computer room.

Though you are at your most urbane as you calmly navigate the various rooms and hallways of the chateau, you'll have to contend with suspicious armed guards who shoot first and ask questions later! Attach the modem and get going, because you've set off an alarm which brings a host of elite guards clamoring after your head! Thank goodness Gib is on hand to help out with some timely hints.
Tip: Look for secret doors.

Zade Rosenthal © Lightstorm Entertainment, Inc. 1994

THE SLOPES

Having successfully attached the modem, it's time to flee the alpine hornet's nest as an army of angry guards give chase. You'll have to get down to Gib waiting at the bottom of the mountain before another bunch of guards reach him and Gib is captured, leaving Harry to face the wrath of the Crimson Jihad alone and the mission in disarray. Beware of snowmobiling snipers with pistols, rifles and even grenades. And Harry? Try not to run into any trees, all right? Tip: Try to avoid hit and run snowmobilers.

THE MALL

A prominent member of the Crimson Jihad has been sighted in a shopping mall outside of Washington, D.C. Harry must find him and bring him in—alive if it's convenient! But this crafty creep has a knack for eluding capture in the multi-level labyrinth of modern retailing. Having a few dozen feisty followers armed with automatic weapons to distract Harry may have something to do with it. You'll have to be quick footed and enterprising to track the rogue terrorist to his ignoble hiding place: the Men's Room. Along the way, you'll find the mall is jam packed with innocent shoppers. Shooting them is frowned on by Omega Sector, so hold your fire if you don't have a clear shot!

THE PARK

Trees hide treachery as Harry continues on the trail of the Crimson Jihad ringleader! The park is packed with hedges and gates that Harry must manage to find his way through if he is to succeed in his mission. A bevy of blood thirsty bad guys are bent on stopping him from doing that, but Harry isn't easily distracted. He's determined to locate the hidden keys that open gates vital to his mission.
Tip: Terrorists hiding under trees are susceptible to damage.

SUBWAY

Decrypted data leads Omega Sector to believe that the Crimson Jihad has a secret stronghold somewhere in the subway system where rats of a feather hide together. Can you subdue these subdudes? To do it, you'll have to get past a roaring train with never-ending cars—you need to re-route it. Unfortunately, the switch box and the lever to it must be found first, and they're both in places thick with terrorists. To complicate matters, other trains occasionally come bearing down on Harry. He'll have to duck into a niche in the wall, or it's R.I.P. on the IRT. Up and down stairways, picking up ammo and weapons, the fight carries on until Harry re-routes the train and prepares to store the subterranean stronghold. It's a festival of firepower, but only the toughest will be left to celebrate!
Tip: Watch out for 12:05!

DOCK

A shipment of weapons destined for the Crimson Jihad has arrived down at the docks. They mustn't fall into enemy hands! Wharf and warehouse both teem with terrorists scurrying to unload crates of advanced weaponry that could give the Crimson Jihad a decisive edge in the days to come. Destroying the crates is the only solution, and it's no easy task. Naturally, the joint is jumping with jackanapes who'd love to make Harry a canapé! Judicious use of limited grenades will ensure that both weapons and terrorists alike do not survive to plague him.
Tip: Check crates for secret passeges.

CHINA: THE FORBIDDEN CITY

It's nuclear high noon. The Crimson Jihad covertly informs the U.S. of a hidden nuclear device in the ancient Imperial City. If it's detonated, a deviously damning disinformation campaign will point the finger squarely at the United States!

The Forbidden City is a haunting maze of catacombs and passageways, secret tunnels and hidden rooms, puzzles within puzzles where only someone with the proper keys and clues may enter. To unlock one gate, one must first locate a key to another area where a further key lies. Harry must find his way through this disorienting underworld and fight off legions of loyal Crimson Jihad followers in his effort to locate the 3 disarming keys which he needs to disable the deadly bomb. In a race against time, the future of Sino-American relations, perhaps of the world, depends on you!

THE REFINERY

They don't care who they hurt. This time, the Crimson Jihad runs amok in the midst of an oil field. Harry negotiates the hectic petro-puzzle, but first he must dispatch the swarms of enemy defenders that await him outside. The terrorists take cover behind everything they can find, so Harry will be blasting his way past an enemy that is as cautious as it is dangerous.

OVERSEAS HIGHWAY: FLORIDA KEYS

The remaining warheads, previously stored off the Florida coast, are headed to Miami in four trucks. Harry Tasker takes to the air with one idea in mind: take out this menace and stop the madness! Harry flies the unfriendly skies, as the mission mounts towards a harrowing conclusion aboard an unfamiliar Harrier jet. The deadly convoy is rolling towards doomsday protected by anti-aircraft guns laying down a terrific covering assault, and it's all Harry can do to stay airborne, let alone destroy the nuclear nuisances below! He must dodge murderous fire as he gives the Crimson Jihad his best with the nimble Harrier ready to close in!

The Harrier jet is armed with a nose cannon and air-to-surface missiles. Use the CONTROL PAD to maneuver your Harrier. Pressing the A BUTTON fires the nose cannon. Use the B BUTTON to fire your missiles. Try to knock out the AA guns before you nullify the nukes.
Tip: Use missiles sparingly, and take careful aim.

OFFICE PARTY

Having just saved his wife from an untimely end, Harry now faces his most chilling challenge: Aziz himself has Harry's daughter, Dana! Holed up in a city office building, Aziz and the last of his faithful Crimson Jihad followers are prepared for a fight to the end. The building is littered with hidden terrorists, making Harry's desperate search for Aziz and his daughter all the more frustrating and dangerous! Harry is beside himself with worry, but even in this extreme situation his mind is cool and collected. He dispatches one fiend after another, though his foes fight with the determination of the doomed! With all Harry's battling skills tested

to the limit, he still faces the vital task of locating his plucky daughter and rescuing her from Aziz. But where the heck are they? It's a high-rise climax in the clouds as Aziz battles back in a last ditch attempt to get Harry out of his hair once and for all!

POSTSCRIPT

Congratulations—You did it! Through all the tricks and turns, you kept your cool and used your head and warrior's heart to overcome a foe that few others could find, let alone vanquish. Maybe you're not so dull after all, Harry.

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- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician, for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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